# Data and Privacy File Guides

## Apple Media Services: Game Center Player Activities

September 2022

## File name

GameCenter Player Activities.csv

## File description

This file contains information related to a user's interaction with Game Center.

## Why Apple keeps this information

Apple retains this information in order to present information to users on their GameCenter history, understand user behavior and preferences, measure feature performance, and improve software design.

| Field Name | Details |
|---|---|
| Achievements Title | The title of the achievement |
| App Name | The App from which the user action was taken |
| Apple ID Number | The Apple account identifying number |
| Application ID | The application Bundle Identifier |
| Challenge ID | A randomly generated challenge identifier (unique for challenge) |
| Challenge Type | The type of challenge, and whether it is Score-based or Achievement-Based |
| Current Opt-In Status | The user selected opt in status (e.g., not selected, allowed, denied, removed) |
| Device Identifier | Identifier for the user's device |
| Environment | The server environment from where the activity originated |
| Event Date | The date and time on which the activity occurred |
| Event Post Date | The date and time on which the event posted to Apple's servers |
| Event Type | The user action taken on an app (e.g., click, search, enter, exit, etc.) |
| Friends | List of nicknames of a user's friends |
| Friends Count | The number of friends |
| Friends Count Opted-In | The number of friends opted in with friends |
| Game Ratings | The user rating of the game (0-5) |

| Field Name | Details |
| --- | --- |
| Hardware Family | The hardware family that the content event originated from (e.g., iPhone, MacBook Pro, smartTV) |
| IP City | The city from which the action occurred, as determined by the user's IP address |
| IP Country | The country code from which the action occurred, as determined by the user's IP address |
| Is Child Account | Whether or not the profile is considered to be a child account (under 13 years old or applicable minimum age) |
| Language | The language of the requesting device |
| Leaderboard Name | The achievement or leaderboard identifier from which the user action was taken |
| Leaderboard Score | List of user scores in the leaderboard (a user can have up to three scores per leaderboard, based on the time scope: daily, weekly, and all-time) |
| Matchmaking Session ID | A randomly generated matchmaking identifier (unique for each match) |
| Media Type | The type of media (e.g., audio, iPhone) |
| Media Version | The specific version of a user's device |
| Network Connection | The type of network connection during the event (e.g., -1 - Unknown, 0 - WIFI, 1 - Cellular) |
| Operating System | The submitting OS version |
| Participant Relationship | The Network Address Translation type during the event (e.g., 1- Open, 2 - Restricted, 3 - Symmetric, 4 - Closed, 5 - Closed TCP, 6 - Closed SSL, other - Unknown) |
| Participants | List of all invited players who participated in the multiplayer session |
| Percentage-Complete | The progress of an achievement |
| Player Count Max | The maximum number of players for the session |
| Player Count Min | The minimum number of players for the session |
| Player Relationship | The relationship between a player and another player |
| Player Relationship Type | The relationship type between players |
| Previous Opt-In Status | The user previously selected opt in status (e.g., Undetermined, Allowed, Denied, Removed) |

| Field Name | Details |
| --- | --- |
| Privacy Setting | The user specified profile privacy settings |
| Session ID | A randomly generated session identifier |
| Store Front | The country store front in which the user's action occurred |
| Token | The authentication of the token type |
| Turn-Based ID | A randomly generated turn-based game session identifier |
| Turn-Based Number | The turn-based game turn number |
| Turn-Based State | The state of current turn-based game session (Active, Complete, ActiveMatching, Matching) |